

FIG. 1

<u>INST</u>	<u>HIT / MISS</u>	<u>DATA</u>	
18 ~ LDR[Rm]	HIT	DATA[Rm]	
MOV	N / A	—	
CMP	N / A	—	
⋮	⋮	⋮	
20 ~ LDR[Rm]	MISS	—	
MOV	N / A	—	
CMP	N / A	DATA[Rm]	
⋮	⋮	⋮	
22 ~ LDR[R1]	MISS	—	
24 ~ LDR[R2]	MISS	—	
MOV	N / A	—	
CMP	N / A	28 ~ DATA[R2]	} MISSED DATA RETURNED OUT OF ORDER
ADD	N / A	26 ~ DATA[R1]	

↓ VARIABLE
DELAY

FIG. 2

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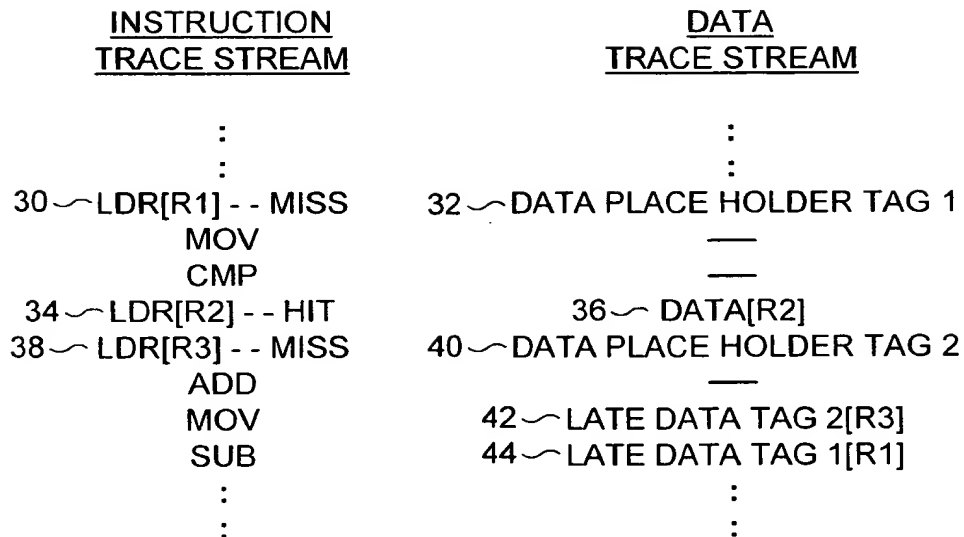


FIG. 3

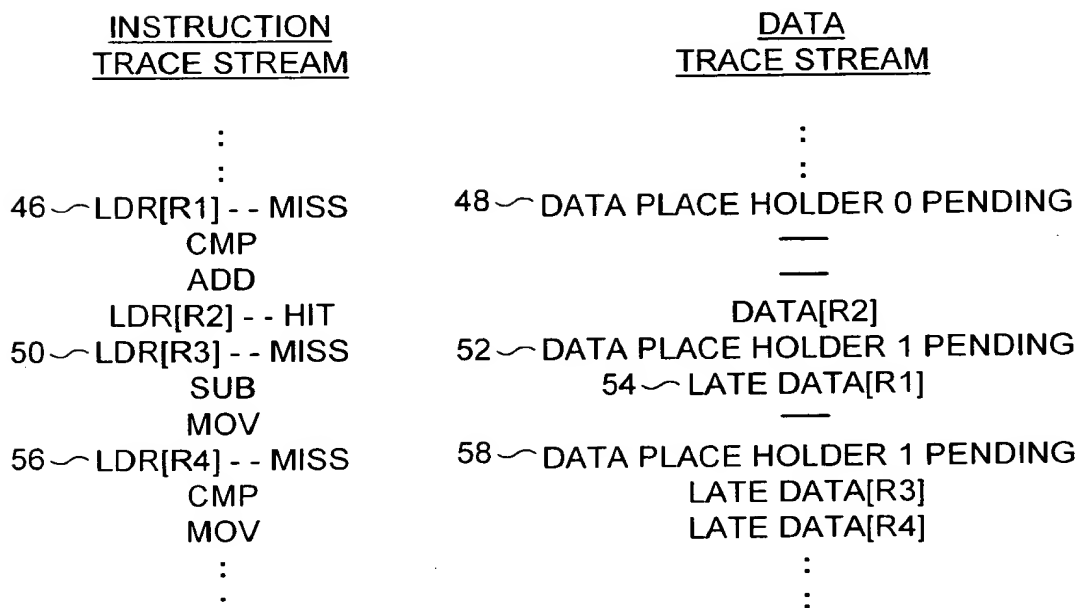


FIG. 4

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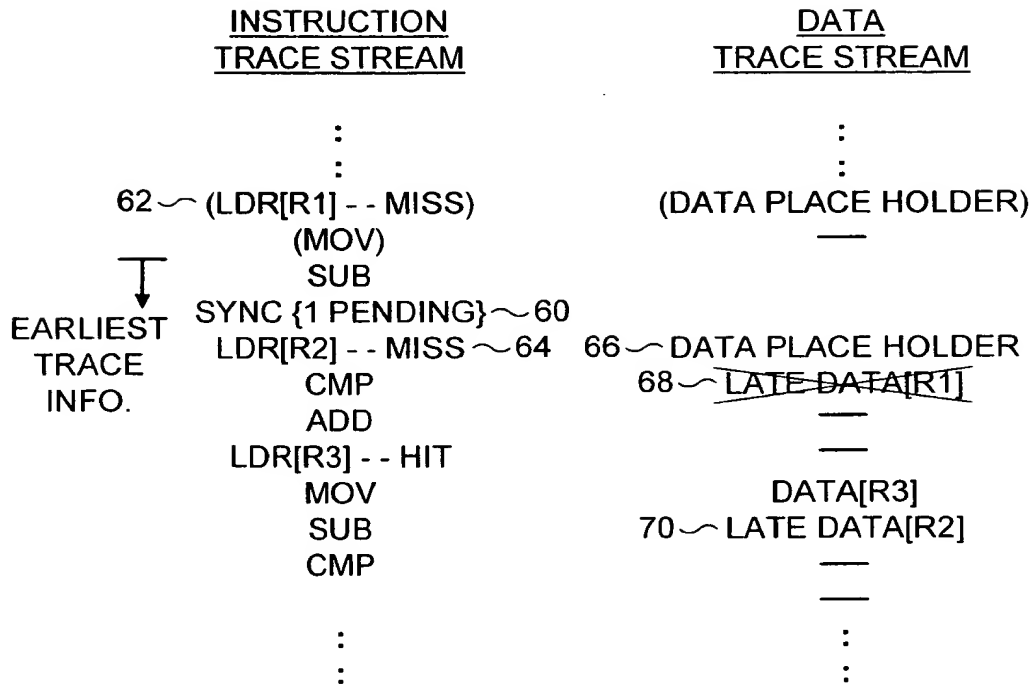


FIG. 5

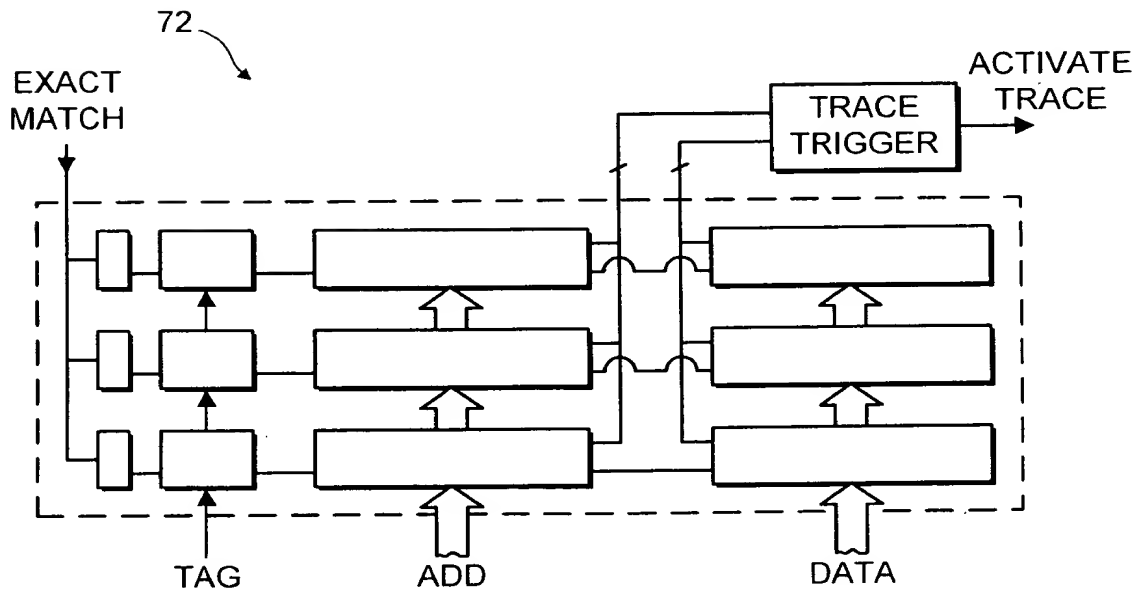


FIG. 6

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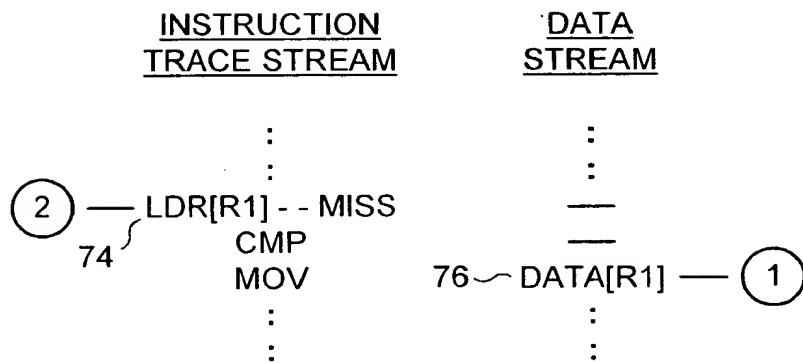


FIG. 7

EXACT MATCH	ADD MATCH	DATA MATCH	TRACE ACTIVATION POINT
✓	✓	✓	①
✓	✓	X	NONE
X	✓	✓	②
X	✓	X	②

FIG. 8

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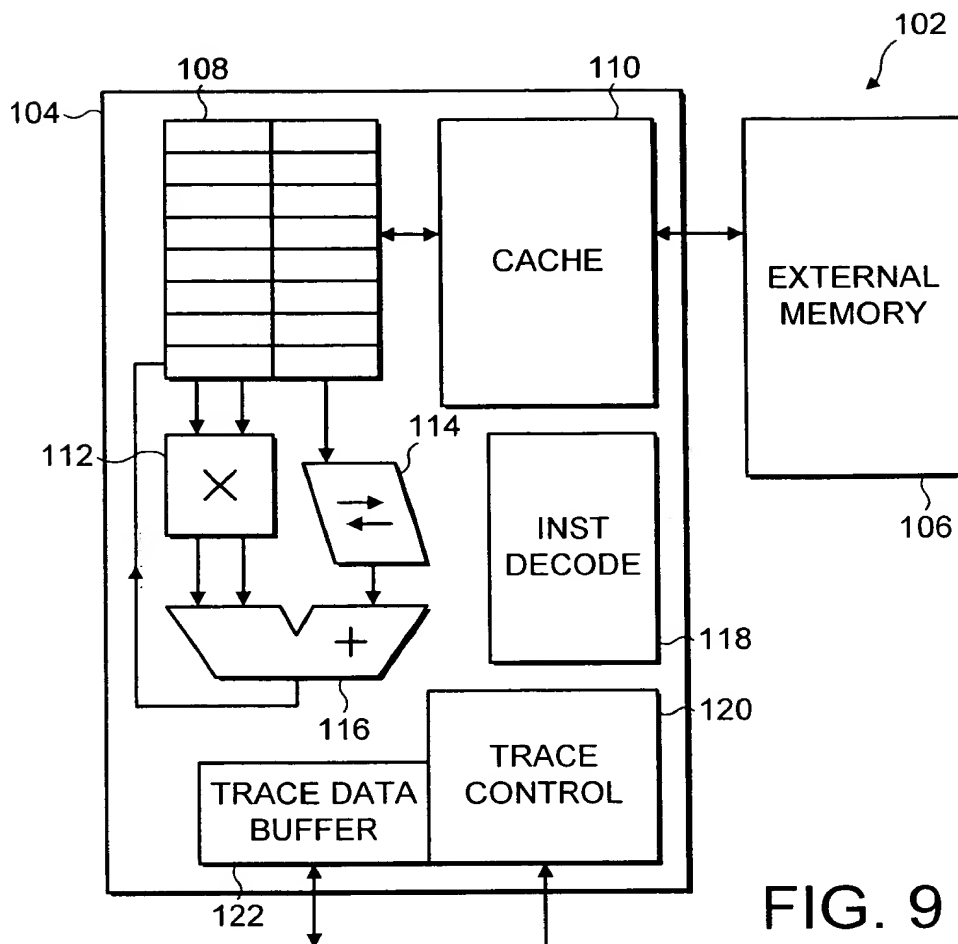


FIG. 9

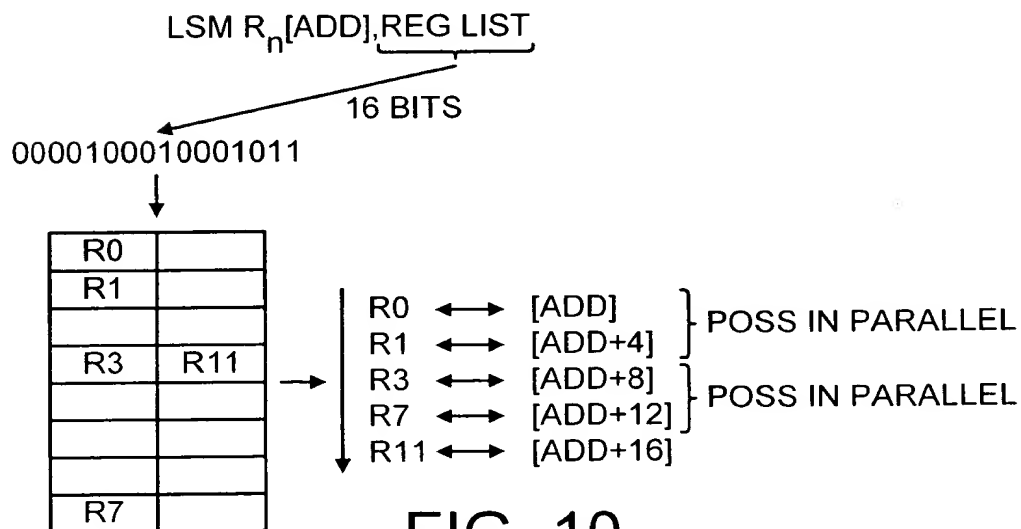


FIG. 10

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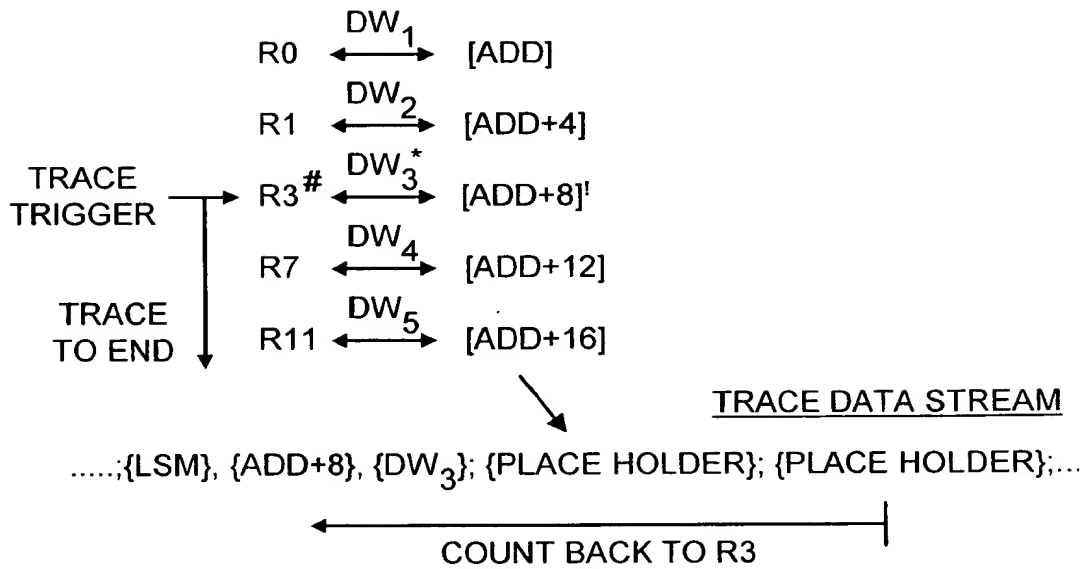


FIG. 11

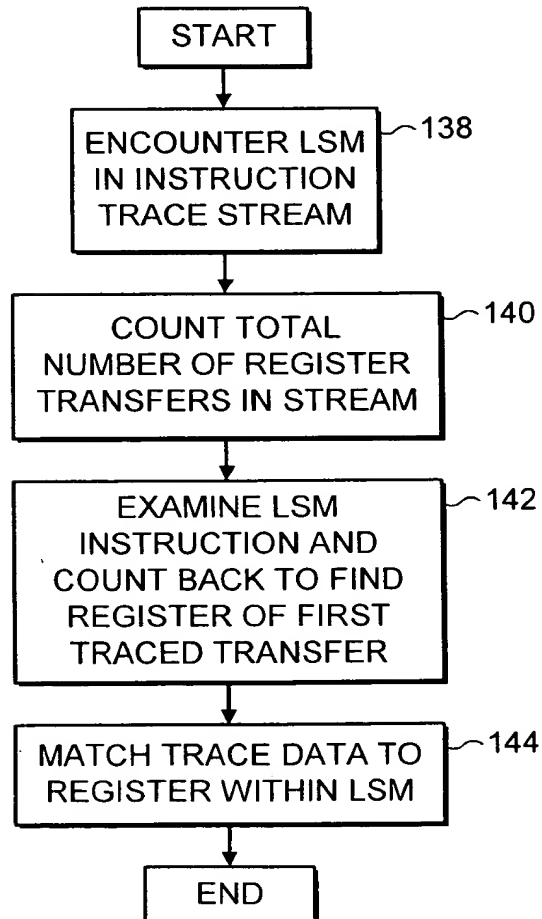


FIG. 13

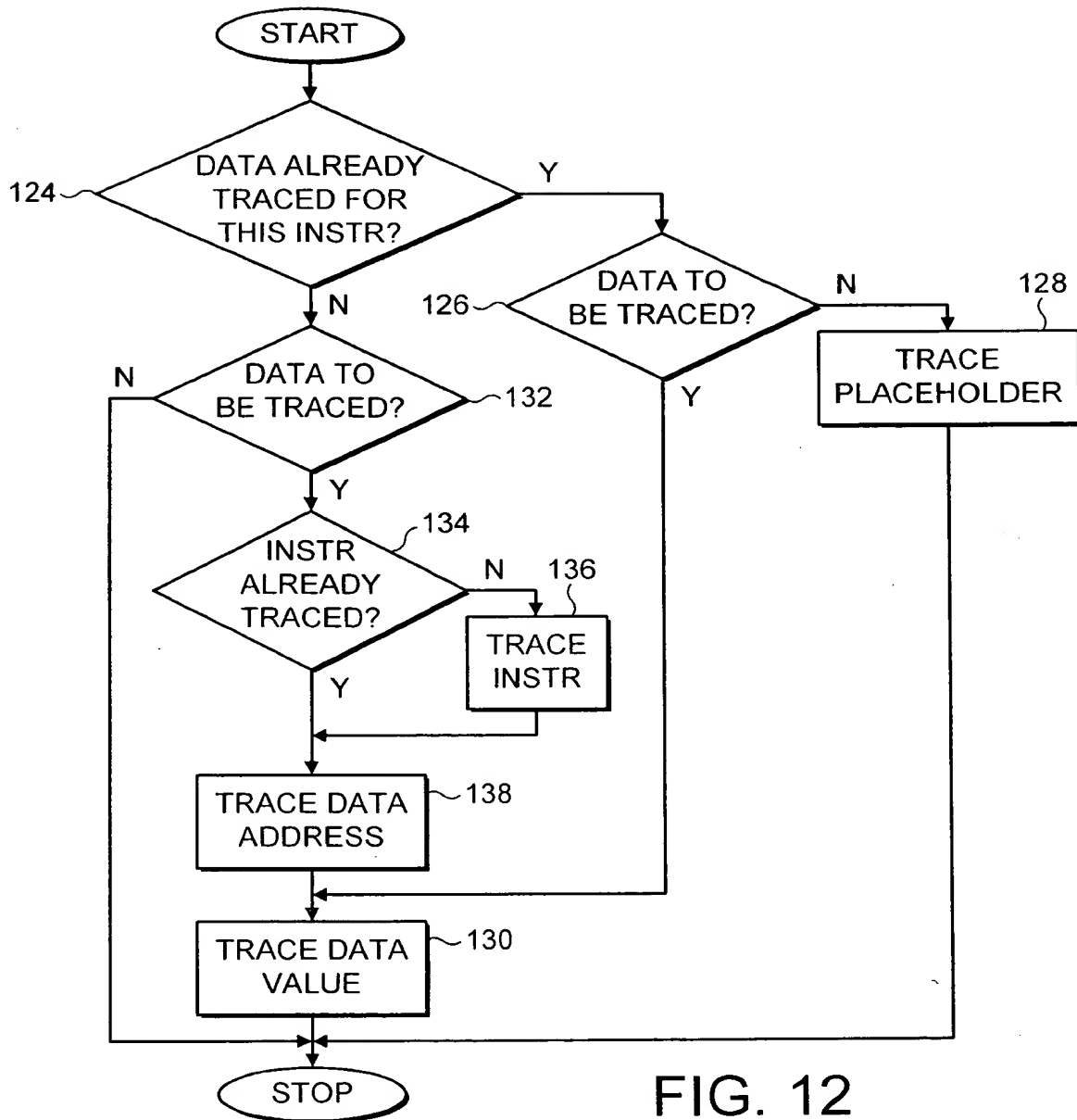


FIG. 12